INSTRUCTION BOOK

Rollerblade® Racer

HI TECH EXPRESSIONS

Licensed by Nintendo®
for play on the

Nintendo
ENTERTAINMENT
SYSTEM™

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PRECAUTIONS

- The Game Pak is a precision device. It should be kept from extreme temperatures. Never hit or drop it.
- Do not take it apart.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System™.

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ADVISORY
Read Before Using Your
NINTENDO ENTERTAINMENT SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

!!WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!!

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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Thanks, dude, for purchasing ***Rollerblade Racer***. Be sure to read this entire booklet for an explanation of the game and helpful tips on achieving your ultimate in-line skating performance!

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You've got 'em! The hottest, coolest, most totally awesome set of wheels to ever hit the streets -- your very own pair of Rollerblade in-line skates! Now nothing can stop you on your way from skating novice to undisputed master of the wheel! Nothing, that is, except open manholes, inconvenient road blocks, runaway tricycles, playful dogs and who knows what else waits for you out there on the open road. But the risks are worth it, skatemeister, 'cause fame and glory go to the Rollerblade Racer whose got what it takes to make it into the ultimate showdown arena -- the Super Rollerblade Challenge!

So strap on those skates, slap on that Blade Gear and get ready to *skate, rattle and roll!*

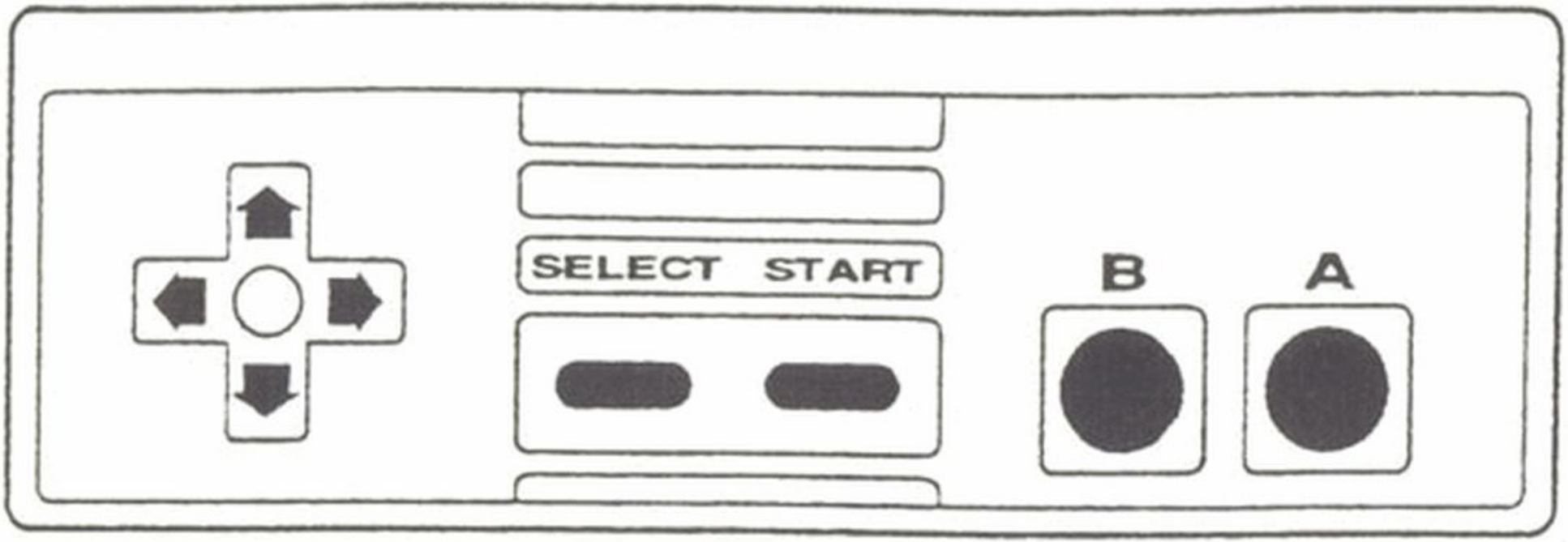
1. Make sure your Nintendo Entertainment System™ is off.

2 Insert the Game Pak into your Nintendo Entertainment System™.

3 Turn on the power. The title and introductory screens will appear. Press any button on your Control Pad to quickly move through this sequence.

4 Press the A Button for skating tips from Kirk, your resident Rollerblade pro. Kirk will also ask if you want a little practice before starting the game. Press YES or NO.

5. Once you press START, you're rollin'!



The Control Pad controls your skating:

Up	Skate Forward and Pick Up Speed
Down	Slow Down and Brake
Left	Crossover to the Left
Right	Crossover to the Right

- Press and hold down the Select Button to skate backwards. Release the Select Button to resume skating forward.

- Press the A Button to jump:

Slow Speed	Normal Jump
Medium Speed	Spread-Eagle Jump
Fast Speed	Backscratcher Jump

- Press the B Button to skate down stairs or curb.

- Press both the A and B Buttons at the same time to perform the incredible Helicopter Jump!

- To pause the game at any time, press START. To resume the game, press START again.

HALF-PIPE STUNTS

- Press the A Button to perform a Handstand.
- Press the B Button to perform a flip.

NOTES

- ***Normal*** and ***Spread-Eagle Jumps*** automatically become higher-scoring ***Super*** and ***Super Spread-Eagle Jumps*** when you hit a curb on a driveway.
- A ***Helicopter Jump*** can only be successfully executed when you're already in a ***Super Jump*** or when there's enough room for you to complete the 360° turn. Try a ***Helicopter Jump*** off a curb, driveway or down a flight of stairs.

You can keep track of your score, skating strength, pairs of skates and time by glancing at the Status Area at the bottom of the screen.

Score You need to earn at least 5,000 points to qualify for the Super Rollerblade Challenge.

Strength Each time you hit an obstacle or trip over something, your strength decreases by one bandage.

Skates Use up three bandages and you lose one pair of Rollerblade skates. You start each game with three pairs.

Clock Remember, you're going for time, as well as score! The clock can be an important factor in determining how well you do in the super Rollerblade Challenge.

Rollerblade Racer features 8 different skating events, incuding all regular levels of play and special bonus rounds.

LEVEL 1: The 'Burbs
Bonus: Barrel Jumping

LEVEL 2: City Street
Bonus: The Cones

LEVEL 3: Hit the Beach
Bonus: The Half -Pipe

LEVEL 4: Panic Park
Ultimate Bonus: Super Rollerblade Challenge

The 'Burbs: A nice, quiet, peaceful neighborhood...the perfect place to get a feel for your new Rollerblade skates and have fun annoying the locals! Or is it? Seems that several Rollerblade Racers have passed this way before and, in response, the town council has set some traps -- like open manholes, surprise road blocks and a team of hassling homeowners!

Barrel Jumping: Your first bonus level takes place at Rollerblades Raceway's Barrel Jumping Arena. Try to leap over as many barrels as you can to rack up some points. It'll take all your skill and even more of your courage to make it over three in one jump!

City Streets: Hey, wake up! You're not in the 'Burbs anymore! To skate through this town and live to tell your friends about it, you need speed, skill and a sharp eye. Sure there's plenty of scenery, but there are also playful dogs, bustling commuters, midtown traffic and the occasional open manhole and confusing detour. But if you make it here, you can make it anywhere...almost!

The Cones: Hope your hips are in good working order, 'cause this little number will twist you every which way but straight! Speed through the course as fast as you can while avoiding the cones. Every bump means you lose some points. So watch it!

Hit the Beach: Sun, fun, sand and surf. Where else for a skater to get in shape and catch some rays? How 'bout a tanning salon! 'Cause this oceanfront property doesn't take too kindly to folks with wheels on their feet. Seagulls peck at you. Frisbees fly at you. Beachballs bombard you. Hey, nobody ever said becoming a champion Rollerblade Racer would be a day at the beach! (ouch!)

The Half-Pipe: Now you're ready for some Rollerblade originals-stunts only the best of the best can perform successfully. In the Half-Pipe event, you'll have the opportunity to show off your handstand and flipping skills.

> ***Handstand:*** *Crossover left or right to the edge of the Half-Pipe while holding down the A Button.*

Flip: *Crossover left or right to the edge of the Half-Pipe while holding down the B Button. Be sure to move away from the edge while you're in the air.*

Panic Park: Forget about taking a carefree stroll through nature. First of all, there's the dogs. Then you have to jump over all those cracks in the sidewalk and skate down flights of stairs. Plus, there's the dogs. And if one of those not-so-cute little babies get in the way, you're in real trouble. Oh, did we mention the dogs?

Super Rollerblade Challenge: This is it! The Main Event. Your score and performance so far have earned you a coveted place in this competition. But before you have the right to call yourself a Rollerblade Racer, you'll have to put everything you've learned, everything you've experienced to the ultimate test. It's just you against the clock. Go for it!

You earn points for every Rollerblade maneuver you perform successfully.

Normal Jump	10 points
Super Jump	25 points
Backscratcher Jump	75 points
Spread-Eagle Jump	75 points
Super Spread-Eagle Jump	150 points
Helicopter Jump	300 points
Skating Backwards	15 points
Half-Pipe Handstand	50 points
Half-Pipe Flip	200 points
Completing a Level (Event)	250 points

You will also score 10 points for each unit of time you have left at the end of an event.

Each time you hit a cone, you lose 50 points.

To Qualify for the Super Rollerblade Challenge, you must earn at least 5,000 points through all the levels leading up to the event. To earn a place in the Rollerblade Racer Winner's Circle, you must finish the game at one of the following point levels:

Position	Points Required	Prize
Third Place	10,000 Points	Plaque
Second Place	15,000 Points	Medal
First Place	20,000 Points	Trophy

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. ET on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Customer Service Department
   584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidential damages resulting from the breach of any express or implied warranties.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and telvision reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How To Identify And Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, STOCK # 004-000-00345-4.

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